SHERIFF

HELP !

Nintendo

SHERIFF

ROGUES ATTACKING AND COMING NEAR, A CAPTIVE BEAUTY, AND A SHERIFF RUNNING FOR THE RESCUE. HOW ARE THE RESCUE OPERATIONS?

STORY-ENJOYING GAME
The sheriff must repeat mortal combats to rescue the beauty who is kidnapped by rogues. The sheriff who wishes her rescue and the beauty who is waiting for help..... Where do their fates go?

THRILLFUL AND HIGH-TECHNICAL GAME
16 rogues move around and attack the sheriff. At times, some of them jump over the barricade and come close to the sheriff.

SOUND EFFECTS
12 kinds of sound effects, such as shooting sound, entering sound of condor, western song, etc., make the game an audio sensation.

RELIEF SHERIFF AND EXTRA SCORE
When the score is over 1,500 points, a relief sheriff is added. When a condor is shot, high point is added.

DOUBLE SCORE
When you clear a certain number of scenes until the sheriff rescues the beauty successfully, love grows up between the two. In this case, your score is doubled.

ONE OR TWO PLAYERS
One or two players is selectable. In case of two players game, the image of the screen is turned to each player alternately.

SCORING
Score is digitally displayed. High score previously achieved is stored and displayed.

DIMENSIONS

	UP-RIGHT	REGULAR TABLE ADJUSTABLE	COCKTAIL TABLE
HEIGHT	1730mm(68¼inch)	580mm(22⅞inch) 610mm(24 inch) 640mm(25¼inch)	900mm(35½inch)
WIDTH	660mm(26 inch)	860mm(33⅞inch)	525mm(20⅝inch)
DEPTH	876mm(34½inch)	560mm(22 inch)	615mm(24⅛inch)
NET WEIGHT	110 Kg	55 Kg	62 Kg

Nintendo Co.,Ltd.

Head office

Printed in Japan